

**INFORMAL AMENDMENT – NOT TO BE ENTERED*****IN THE UNITED STATES PATENT AND TRADEMARK OFFICE***

In re application of: Saffari et al.

Attorney Docket No.:

IGT1P208F/ P000888-004

Application No.: 10/755,982

Examiner: Arthur O. Hall

Filed: January 13, 2004

Group: 3718

Title: MULTI-PLAYER BINGO GAME WITH  
OPTIONAL PROGRESSIVE JACKPOT WAGER

Confirmation No.: 2263

**INFORMAL AMENDMENT – NOT TO BE ENTERED**

1. (Currently amended) A method ~~for conducting a multi-player wagering game as a primary game and an associated progressive jackpot for a secondary game~~, comprising:

receiving input for a player's wager on an occurrence of [[the]] a multi-player wagering game at an input device of [[the]] a gaming unit, wherein the multi-player wagering game is a primary game;

subtracting the amount of the player's wager on the occurrence of the wagering primary game from the player's available credit at the gaming unit after receiving the input for the player's wager on the primary game, wherein the player's available credit corresponds to an amount of a medium of currency deposited at the gaming unit;

comparing the amount of the player's wager on the occurrence of the wagering primary game to a minimum wager amount;

subtracting a progressive jackpot wager amount from one of the player's available credit and the credits subtracted from the player's available credit when the player's wager on the primary game is greater than or equal to a minimum wager amount;

adding the progressive jackpot wager amount to a progressive jackpot pool for [[the]] a progressive jackpot when the player's wager on the primary game is greater than or equal to a minimum wager amount;

determining an outcome for the player for the occurrence of the wagering primary game;

awarding at least a portion of the progressive jackpot pool to the player for ~~[[the]]~~ a secondary game when the player's outcome for the occurrence of the wagering primary game for the primary game is a predetermined progressive jackpot winning outcome for the secondary game and the player's wager for the primary game is greater than or equal to the minimum wager amount; and

~~wherein the wagering game is a multi-player wagering game,~~ wherein each player has a unique game array of game indicia for the occurrence of the wagering primary game and individual game indicia are sequentially selected from the range of game indicia, wherein one of the players wins the occurrence of the wagering primary game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering primary game is a predetermined progressive jackpot winning outcome when a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game indicia matches a predetermined progressive jackpot winning pattern.

2. (Canceled)
3. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 1, wherein the outcome of the occurrence of the wagering primary game is a predetermined progressive jackpot winning outcome when the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.
4. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 1, comprising subtracting the progressive jackpot wager amount from the player's available credit.
5. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 1, comprising subtracting the progressive jackpot wager amount from the credits subtracted from the player's available credit.
6. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 1, wherein the progressive jackpot wager amount is equal to a predetermined fixed wager amount.

7. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 1, wherein the progressive jackpot wager amount is equal to a predetermined percentage of the player's wager for the occurrence of the ~~wagering primary~~ game.

8. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 1, comprising displaying graphics corresponding to an outcome of the player's progressive jackpot wager at the gaming unit when the player's wager is greater than or equal to the minimum wager amount.

9. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 1, wherein the minimum wager amount is equal to ~~[[the]] a~~ maximum wager that the player may make for an occurrence of the ~~wagering primary~~ game.

10. (Currently amended) A method ~~for conducting a wagering game for a first game and an associated progressive jackpot for a second game that is different than the first game,~~ comprising:

providing an input device for receiving input for a player's wager on an occurrence of ~~[[the]] a multi-player~~ wagering game at the gaming unit, wherein the multi-player wagering game is a first game;

configuring the gaming unit to subtract the amount of the player's wager on the occurrence of the ~~wagering first~~ game from the player's available credit at the gaming unit after receiving the input for the player's wager on the ~~primary first~~ game at the input device, wherein the player's available credit corresponds to an amount of a medium of currency deposited at the gaming unit;

configuring the gaming unit to compare the amount of the player's wager on the occurrence of the ~~wagering first~~ game to a minimum wager amount;

configuring the gaming unit to subtract a progressive jackpot wager amount from one of the player's available credit and the credits subtracted from the player's available credit when the player's wager on the first game is greater than or equal to ~~[[a]] the~~ minimum wager amount;

configuring the gaming unit to add the progressive jackpot wager amount to a progressive jackpot pool for ~~[[the]]~~ a progressive jackpot;

configuring the gaming unit to determine an outcome for the player for the occurrence of the ~~wagering first~~ game;

configuring the gaming unit to award at least a portion of the progressive jackpot pool for ~~[[the]]~~ a second game to the player when the player's outcome for the occurrence of the ~~wagering first~~ game for the first game is a predetermined progressive jackpot winning outcome and the player's wager is greater than or equal to the minimum wager amount, wherein the second game is different than the first game; and

~~wherein the wagering game is a multi-player wagering game~~, wherein each player has a unique game array of game indicia for the occurrence of the ~~wagering first~~ game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the ~~wagering first~~ game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the ~~multi-player wagering first~~ game is a predetermined progressive jackpot winning outcome of the ~~secondary second~~ game when a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game indicia matches a predetermined progressive jackpot winning pattern.

11. (Canceled)
12. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 10, wherein the outcome of the occurrence of the ~~wagering first~~ game is a predetermined progressive jackpot winning outcome when the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.
13. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 10, comprising configuring the gaming unit to subtract the progressive jackpot wager amount from the player's available credit.

14. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 10, comprising configuring the gaming unit to subtract the progressive jackpot wager amount from the credits subtracted from the player's available credit.
15. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 10, wherein the progressive jackpot wager amount is equal to a predetermined fixed wager amount.
16. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 10, wherein the progressive jackpot wager amount is equal to a predetermined percentage of the player's wager for the occurrence of the wagering first game.
17. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 10, comprising configuring the gaming device to display graphics corresponding to an outcome of the player's progressive jackpot wager at the gaming unit when the player's wager is greater than or equal to the minimum wager amount.
18. (Currently amended) A method ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 10, wherein the minimum wager amount is equal to the maximum wager that the player may make for an occurrence of the wagering first game.
- 19-32. (Canceled)
33. (Currently amended) A gaming unit ~~for conducting a wagering game for a primary game and an associated progressive jackpot for a secondary game~~ in a gaming network having a network computer and a plurality of gaming units, comprising:
- an input device for inputting a plurality of input selections;
  - a gaming unit memory device;
  - a currency-accepting mechanism that is capable of allowing a player to deposit a medium of currency;
  - an output device;

a value-dispensing mechanism that is capable of dispensing value to the player;

a gaming unit controller operatively coupled to the input device, the gaming unit memory device, the currency-accepting mechanism, the output device, and the value-dispensing mechanism,

the gaming unit controller being programmed to allow the currency-accepting mechanism to accept a deposit of an amount of a medium of currency by ~~[[the]]~~ **a** player at the gaming unit,

the gaming unit controller being programmed to allow the input device to receive input for a player's wager on an occurrence of ~~[[the]]~~ **a multi-player** wagering game at the input device, **wherein the multi-player wagering game is a primary game,**

the gaming unit controller being programmed to subtract the amount of the player's wager on the occurrence of the wagering game for the primary game from the player's available credit at the gaming unit after receiving the input for the player's wager, wherein the player's available credit corresponds to the amount of the medium of currency deposited at the gaming unit,

the gaming unit controller being programmed to compare the amount of the player's wager on the occurrence of the ~~wagering~~ **primary** game to a minimum wager amount,

the gaming unit controller being programmed to subtract a progressive jackpot wager amount for ~~[[the]]~~ **a** secondary game from one of the player's available credit and the credits subtracted from the player's available credit after determining that the player's wager on the primary game is greater than or equal to the minimum wager amount,

the gaming unit controller being programmed to cause the output device to transmit a message to the network computer to add the progressive jackpot wager amount to a progressive jackpot pool for ~~[[the]]~~ **a** progressive jackpot when the player's wager on the primary game is greater than or equal to the minimum wager amount,

the gaming unit controller being programmed to determine an outcome for the player for the occurrence of the ~~wagering~~ **primary** game,

the gaming unit controller being programmed to determine whether the player's outcome for the occurrence of the ~~wagering~~ **primary** game is a progressive jackpot winning outcome after determining that the player's outcome for the occurrence of the ~~wagering~~ **primary** game is

a predetermined progressive jackpot winning outcome and to determining that the player's wager is greater than or equal to the minimum wager amount so as to award at least a portion of the progressive jackpot pool for the secondary game to the player; and

**wherein the wagering game is a multi-player wagering game**, wherein each player has a unique game array of game indicia for the occurrence of the **wagering primary** game and individual game indicia are sequentially selected from a range of available game indicia by one of the network computer and a wagering game server of the gaming network, wherein one of the players wins the occurrence of the **wagering primary** game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the **wagering primary** game is a predetermined progressive jackpot winning outcome when a pattern on the player's unique game array formed by game indicia on the unique game array matching sequentially selected game indicia matches a predetermined progressive jackpot winning pattern.

35. (Currently amended) A gaming unit **for conducting a wagering game and an associated progressive jackpot** in accordance with claim 33, wherein the outcome of the occurrence of the **wagering primary** game is a predetermined progressive jackpot winning outcome when the player matches the predetermined progressive jackpot winning outcome within a predetermined number of sequentially selected game indicia.

36. (Currently amended) A gaming unit **for conducting a wagering game and an associated progressive jackpot** in accordance with claim 33, wherein the gaming unit controller is programmed to subtract the progressive jackpot wager amount from the player's available credit.

37. (Currently amended) A gaming unit **for conducting a wagering game and an associated progressive jackpot** in accordance with claim 33, wherein the gaming unit controller is programmed to subtract the progressive jackpot wager amount from the credits subtracted from the player's available credit.

38. (Currently amended) A gaming unit **for conducting a wagering game and an associated progressive jackpot** in accordance with claim 33, wherein the progressive jackpot wager amount is equal to a predetermined fixed wager amount.

39. (Currently amended) A gaming unit ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 33, wherein the progressive jackpot wager amount is equal to a predetermined percentage of the player's wager ~~amount~~ for the occurrence of the ~~wagering primary~~ game.

40. (Currently amended) A gaming unit ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 33, comprising a display device operatively coupled to the gaming unit controller, the gaming unit controller being programmed to cause the display device to display graphics corresponding to an outcome of the ~~player's progressive jackpot wager secondary game~~ at the gaming unit determining that the player's wager is greater than or equal to the minimum wager amount.

41. (Currently amended) A gaming unit ~~for conducting a wagering game and an associated progressive jackpot~~ in accordance with claim 33, wherein the minimum wager amount is equal to the maximum wager that the player may make for an occurrence of the ~~wagering primary~~ game.

42-48. (Canceled)